

Perfect fluid flow from granular jet impact

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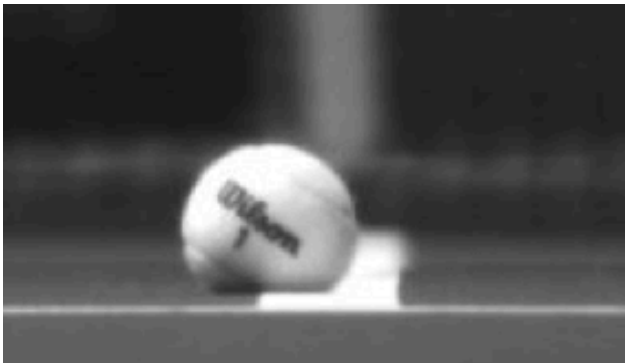
**Institute for Computing Science (ICis)
Verification, Validation and Uncertainty Quantification
across Disciplines
Park City, Utah August 2011**

Overview

*Impact is familiar, important
and a powerful experimental tool*

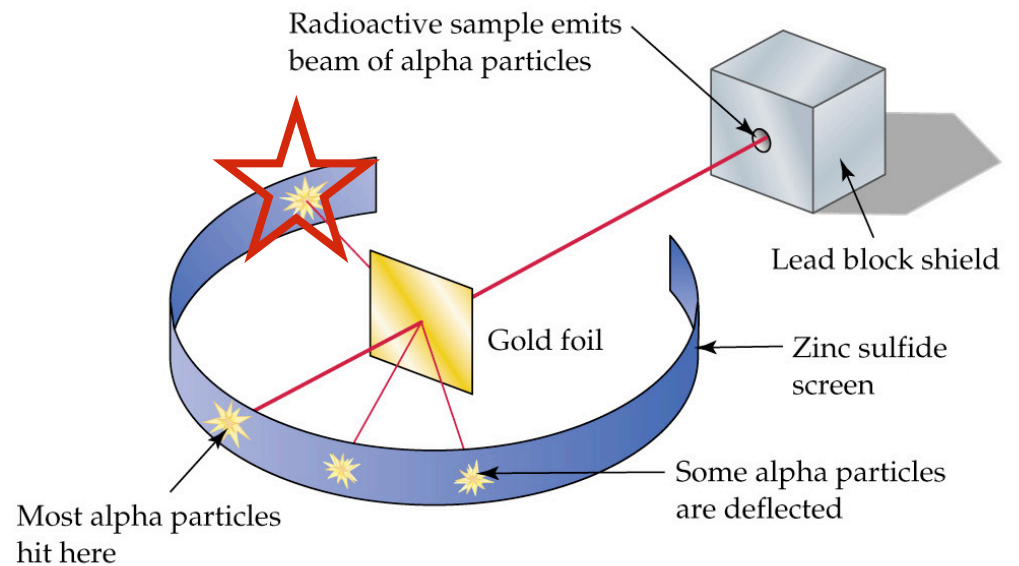
mechanics

tennis ball hitting court line



Hawkeye innovations

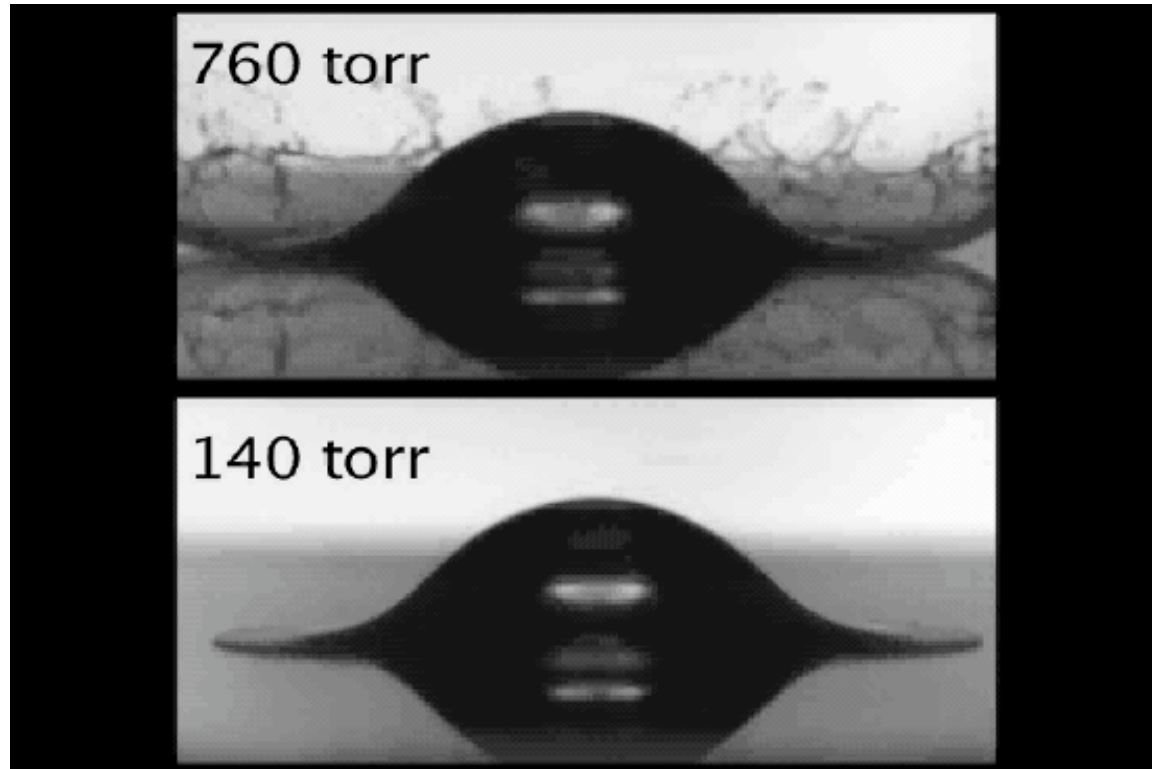
high-energy experimental physics
impact → scattering → structure



Rutherford's goldfoil scattering experiment
wikipedia

Overview

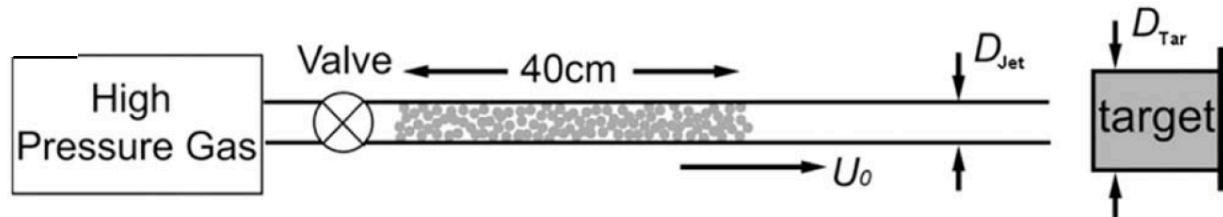
Impact can be surprising



4 mm diameter ethanol drop, impact speed = 4 m/s

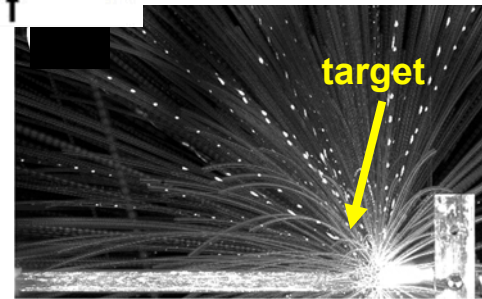
How does air create a splash?

Granular jet impact emergence of liquid-like behavior



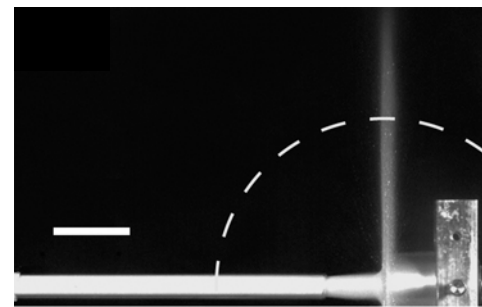
Cheng et al. PRL 07

loosely packed jet
→ shower of recoils

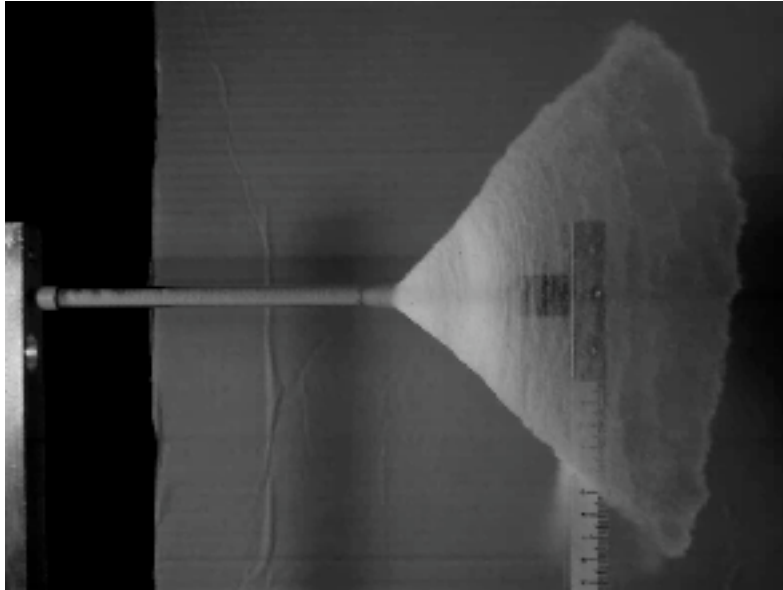


target holder

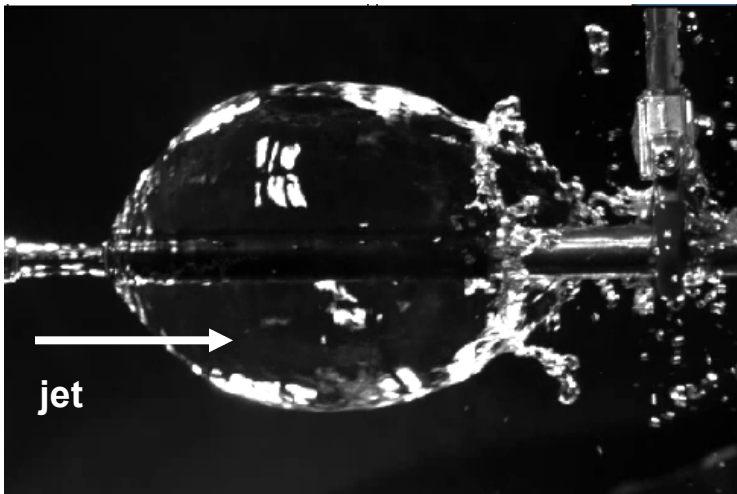
dense jet
→ ejecta
collimated
into thin sheet



Impact of thick jet onto small target



➔ *hollow conical sheet*

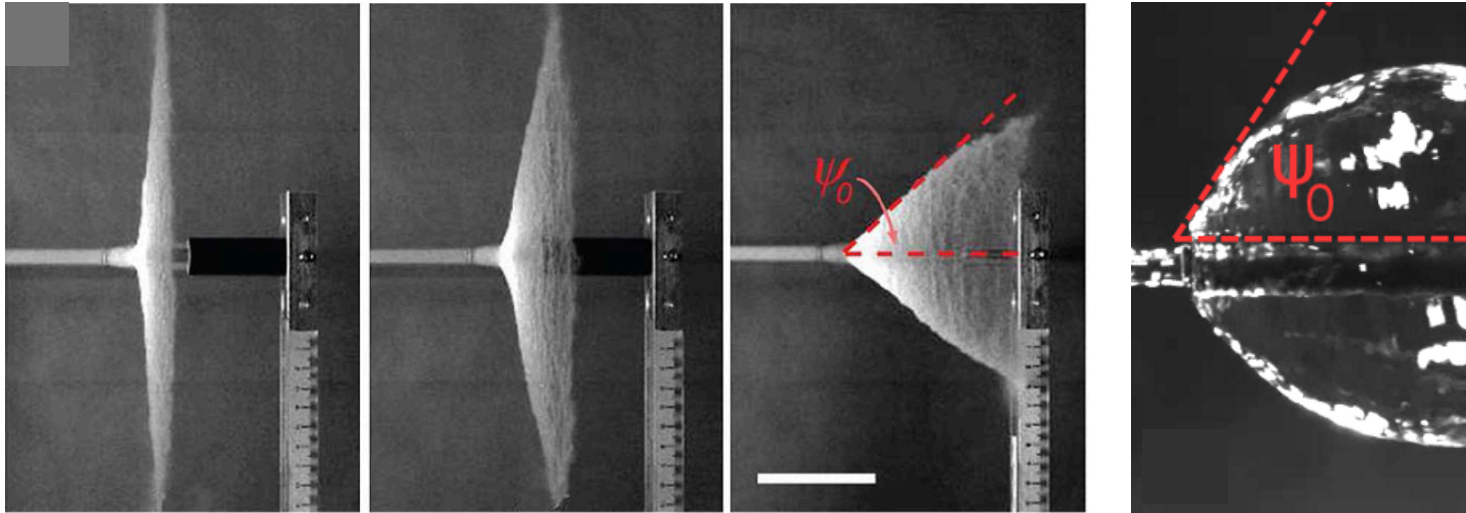


Water jet impact

➔ *hollow water bell*

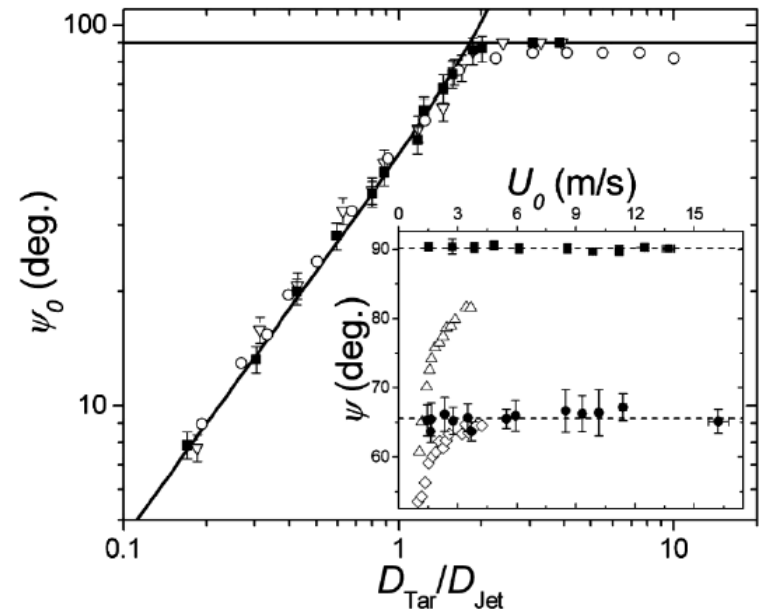
Granular “water bell”?

Ejecta sheet angle changes with $D_{\text{Target}}/D_{\text{Jet}}$



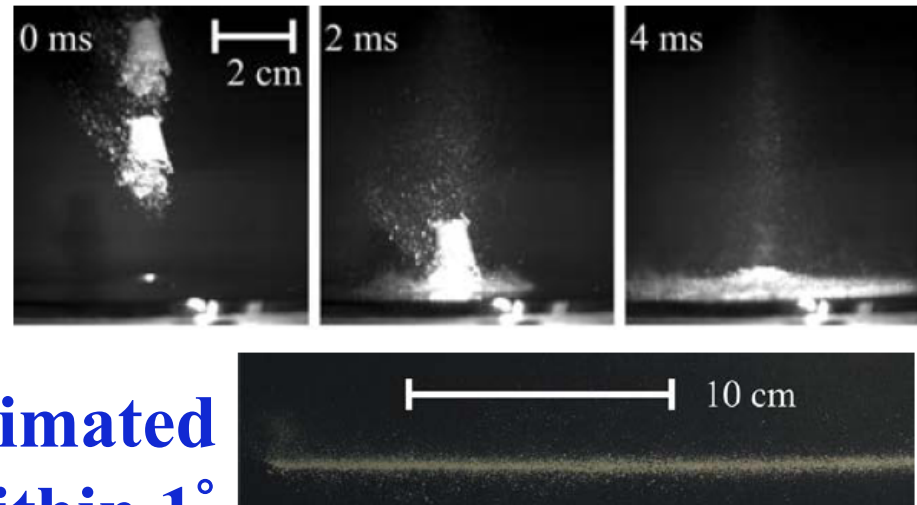
reducing $D_{\text{Target}}/D_{\text{Jet}}$

Granular ejecta angle ψ_0
agree numerically
with values for water jet
→ liquid-like behavior



Context: emergence of collimated ejecta

- Formation of planetismals via collision of dust aggregates



ejecta collimated
within 1°

- Collimated ejecta from collision of gold ion jets at relativistic speeds
 - Have been interpreted as evidence for a liquid quark-gluon phase

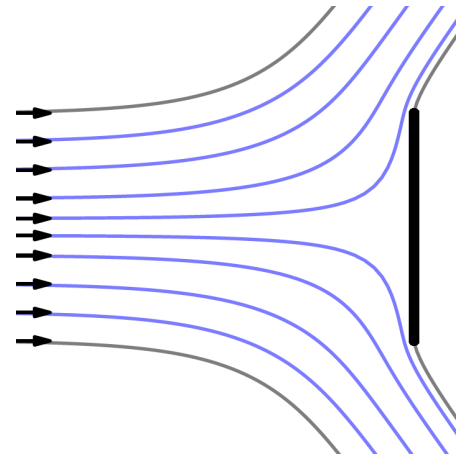
Teiser & Wurm, Mon. Not. R. Astron. Soc. 2009

Pozkanser, Voloshin, Ritter... 2008 APS Bonner prize talk

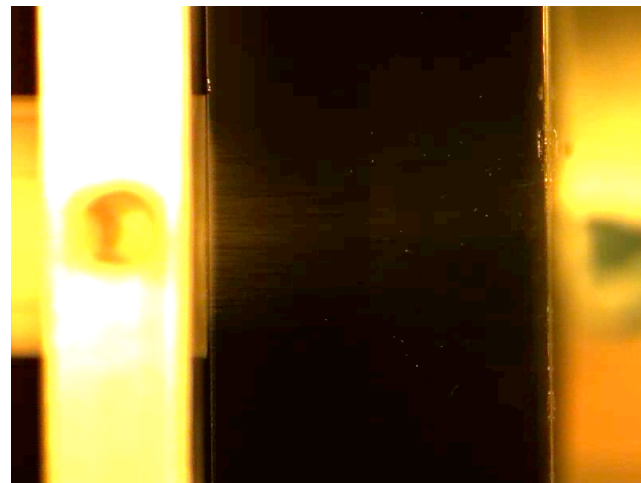
Romatschke & Romatschke PRL 2007

Interior motion different from water jet impact

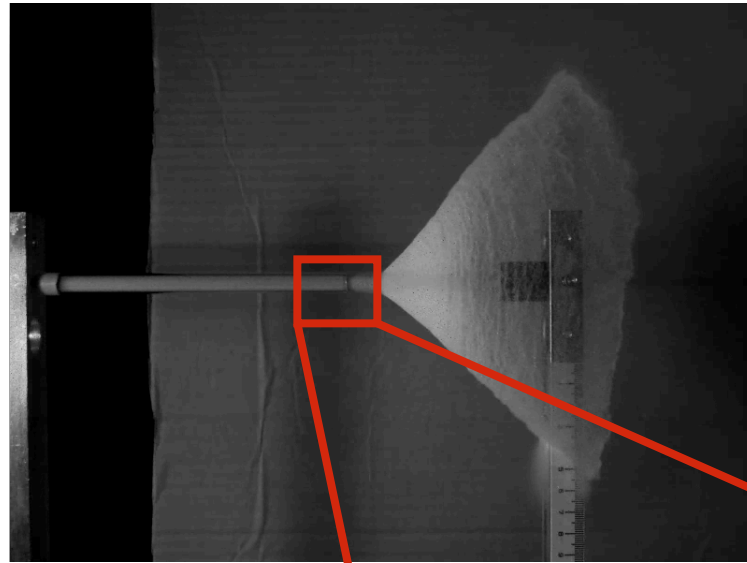
impact of water jet
continuous motion
no dead zone



impact of granular jet
flowing & static region
dead zone

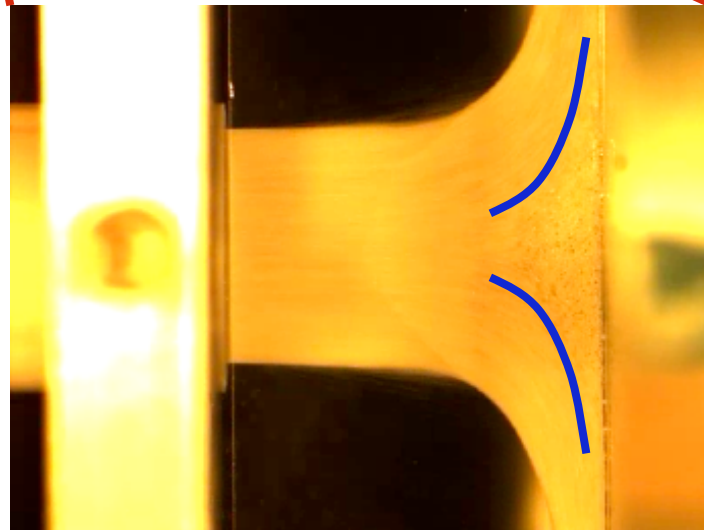


Liquid-like ejecta co-exists with solid-like interior



Ejecta agree
quantitatively
despite dissimilar
interior

How?



Maybe

**high-density granular impact generically
produces liquid-like ejecta, regardless of
nature of interior state**

Suppose we get rid of dead zone, would we still see
collimated ejecta

Need numerics

the plan

1. Reproduce dead zone & ejecta sheet
2. Varying parameters to get rid of dead zone

Simulation

jet →

QuickTime™ and a
decompressor
are needed to see this picture.

Minimal Physics Model

perfectly rigid grains
spheres

inelastic collisions

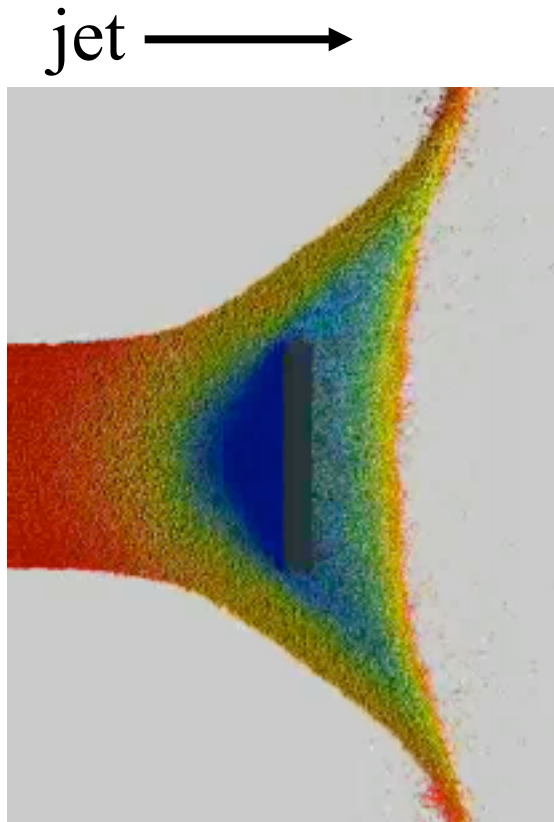
friction between grains

friction at target

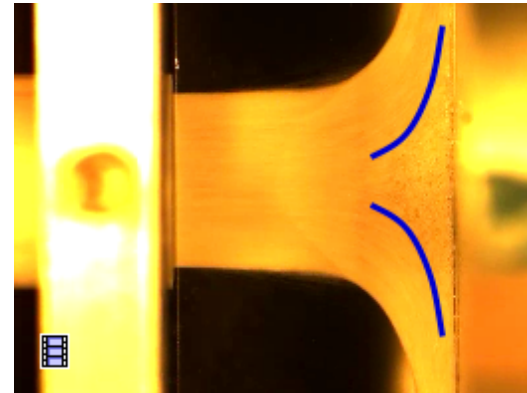
red = high speed

blue = zero speed

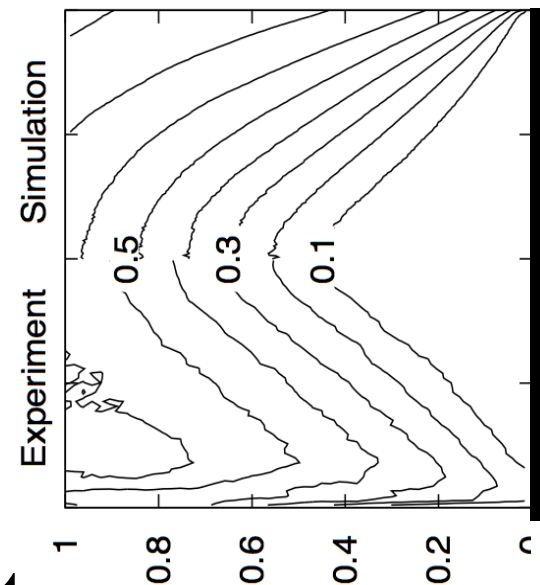
Simulation vs. experiment



red = high speed
blue = zero speed



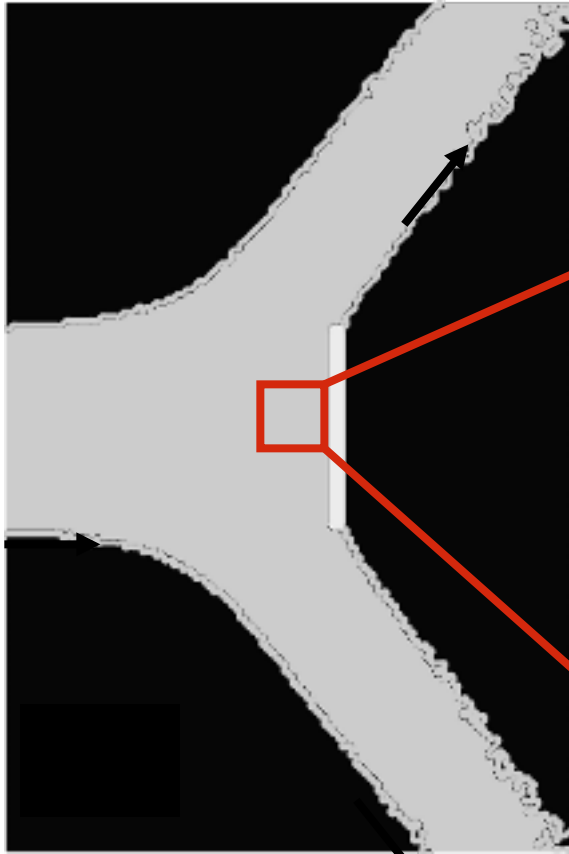
velocity contour comparison



Quantitative agreement

jet
→

Simplify to 2D



collimated ejecta

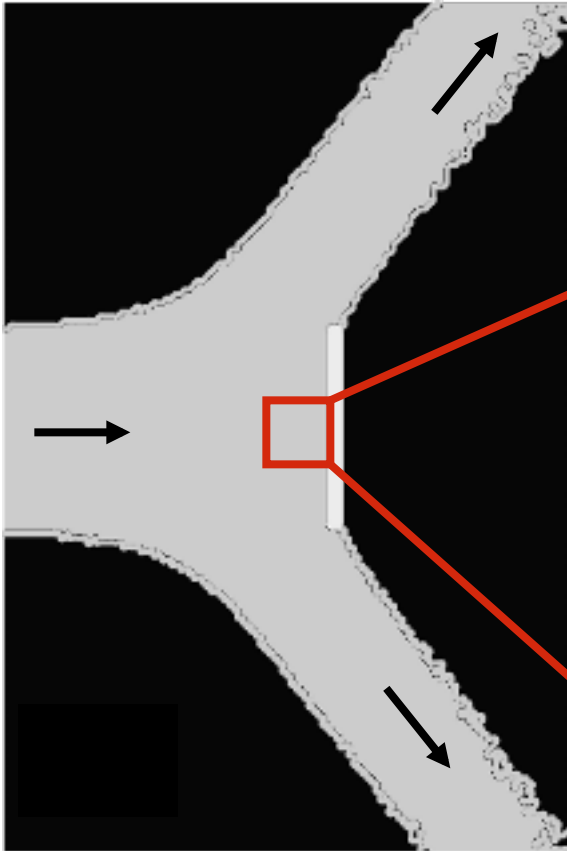
QuickTime™ and a
decompressor
are needed to see this picture.



Same impact dynamics

jet

Frictionless target (2D)

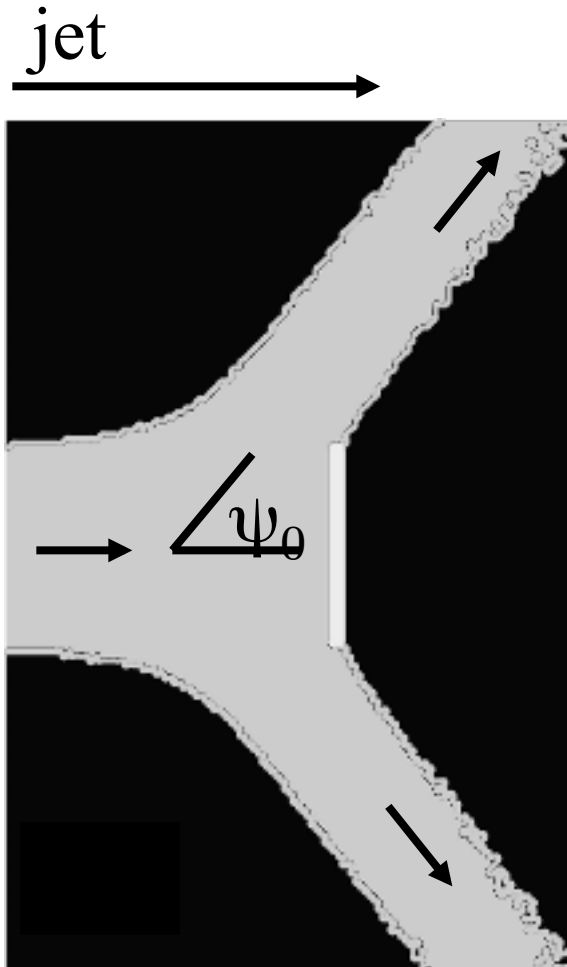


collimated ejecta

QuickTime™ and a
decompressor
are needed to see this picture.



*liquid-like response
without dead zone*



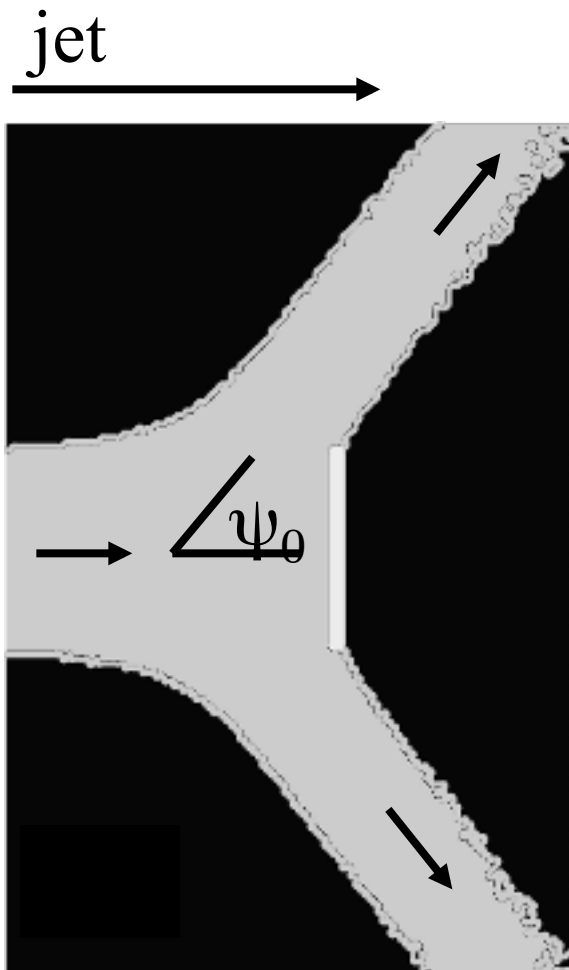
Collimated ejecta is generic

2D ejecta angle changes slightly

52° (with dead zone)

→ 47° (without deadzone)

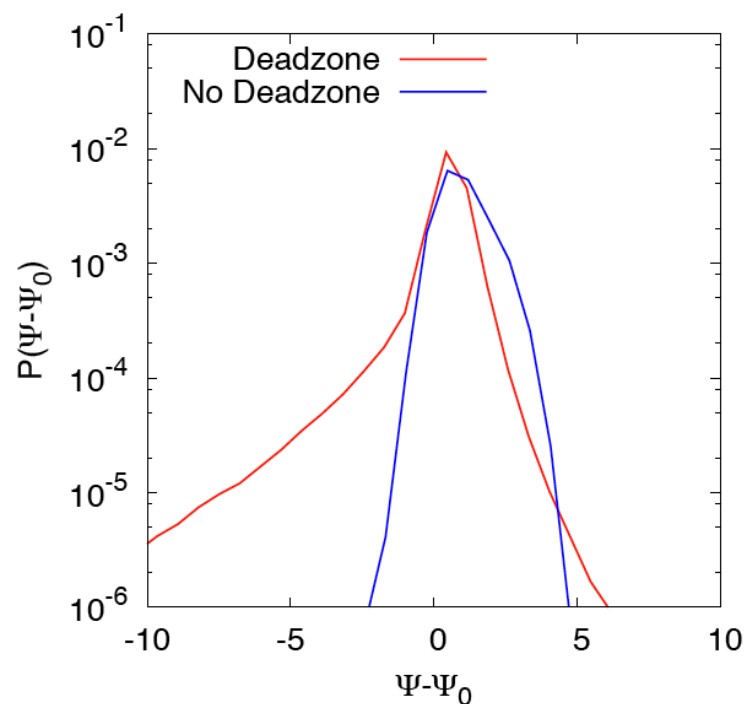
3D also slight change



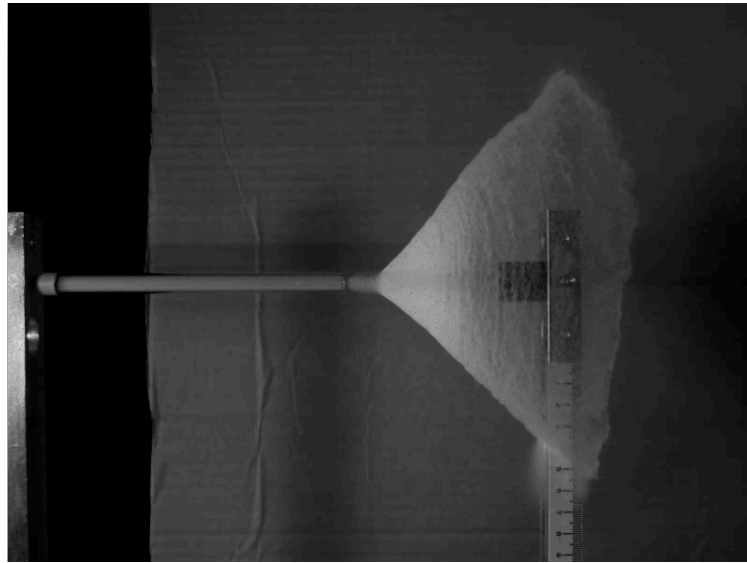
Collimated ejecta is generic

probability
of grain
ejected
at angle
 $\psi - \psi_0$

3D simulation



Why liquid-like ejecta?



**Granular & water jet impact controlled
by same idealized limit of perfect fluid
flow**

**Perfect fluid flow contains no
information**

Demonstrating connection between granular impact and perfect fluid flow

granular impact

inelastic / friction

no cohesion

2D simulation

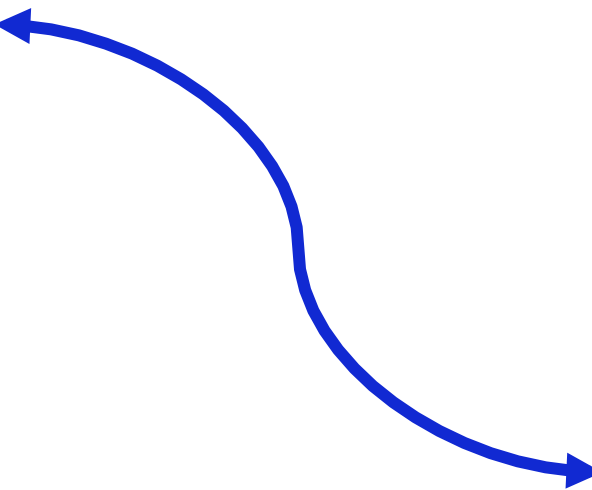
*detailed
quantitative
comparison*

perfect fluid impact

no dissipation

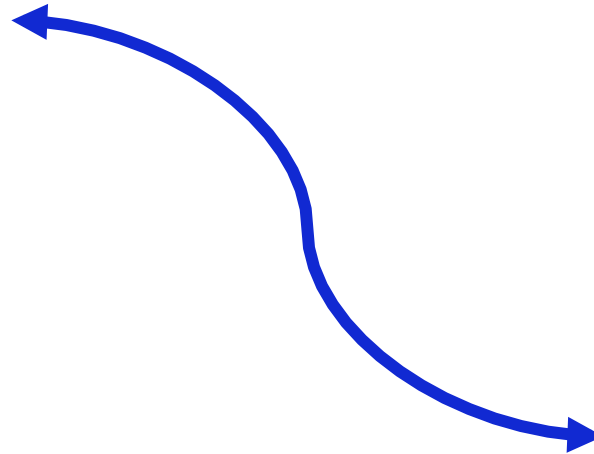
no surface tension

2D exact solution



How **good** should the agreement be?

granular impact
inelastic / friction

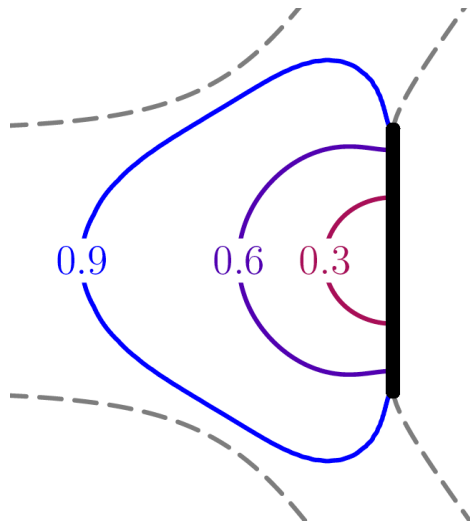


perfect fluid impact
no dissipation

expect granular ejecta to move slower

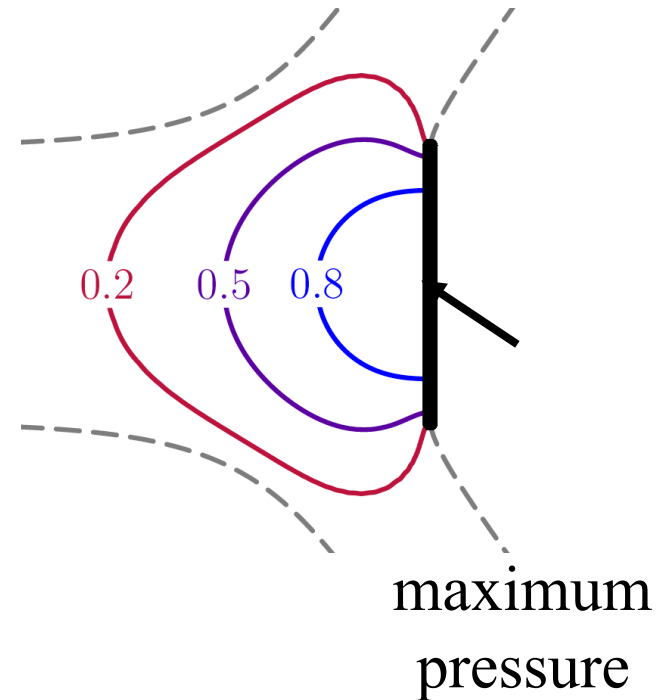
Exact solution for perfect fluid impact

velocity contour u/U_0



pressure contour p / p_{\max}

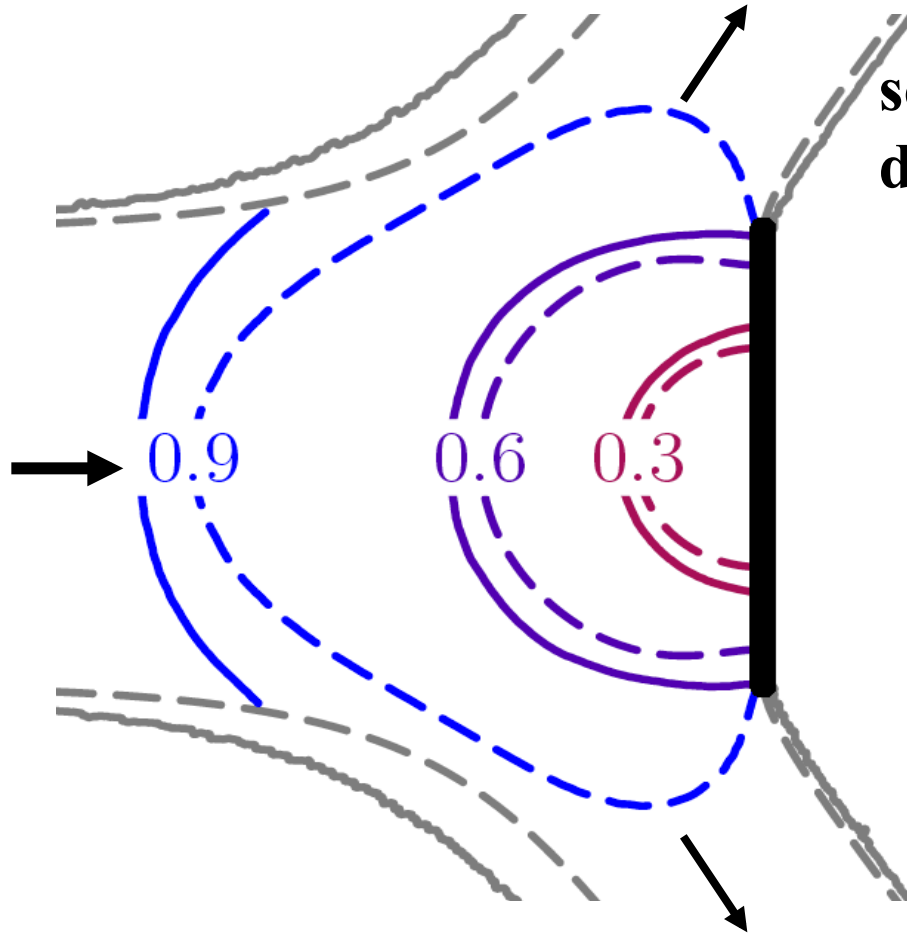
free jet
 $p = p_0 = 0$



Velocity contours

local speed / impact speed

solid line = granular simulation
dashed line = perfect fluid solution



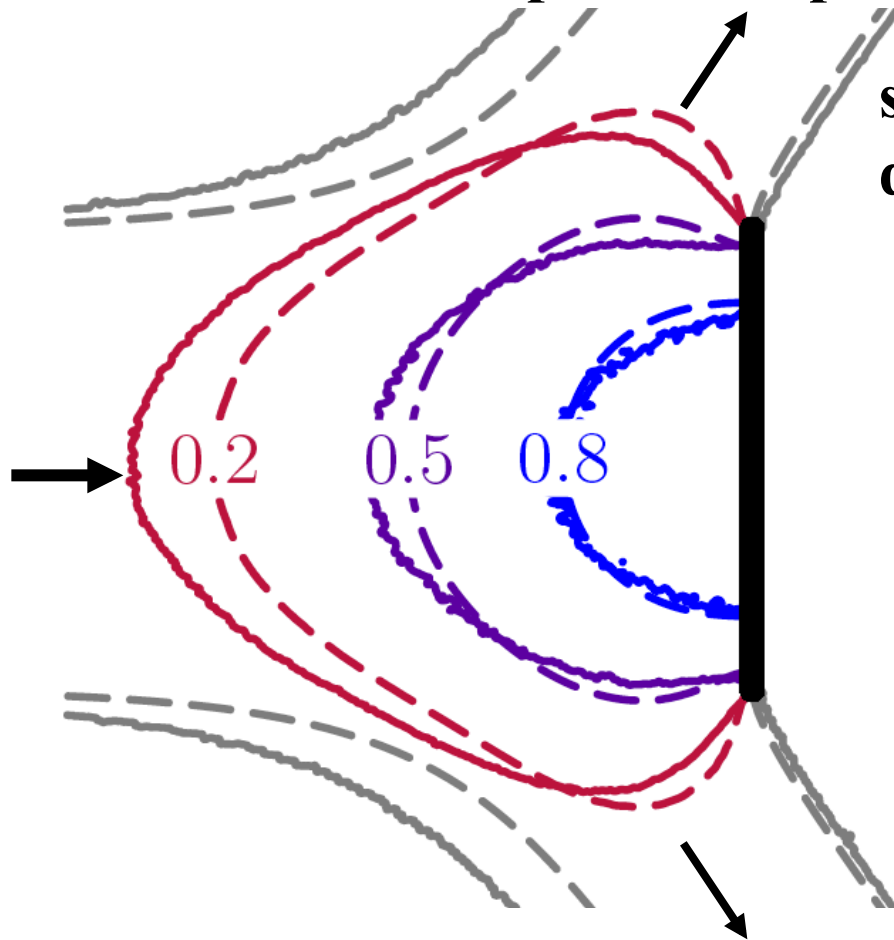
Inelasticity & friction

➔ ejecta wider than perfect fluid

Pressure contours

local pressure / pressure at target center

solid line = granular simulation
dashed line = perfect fluid solution

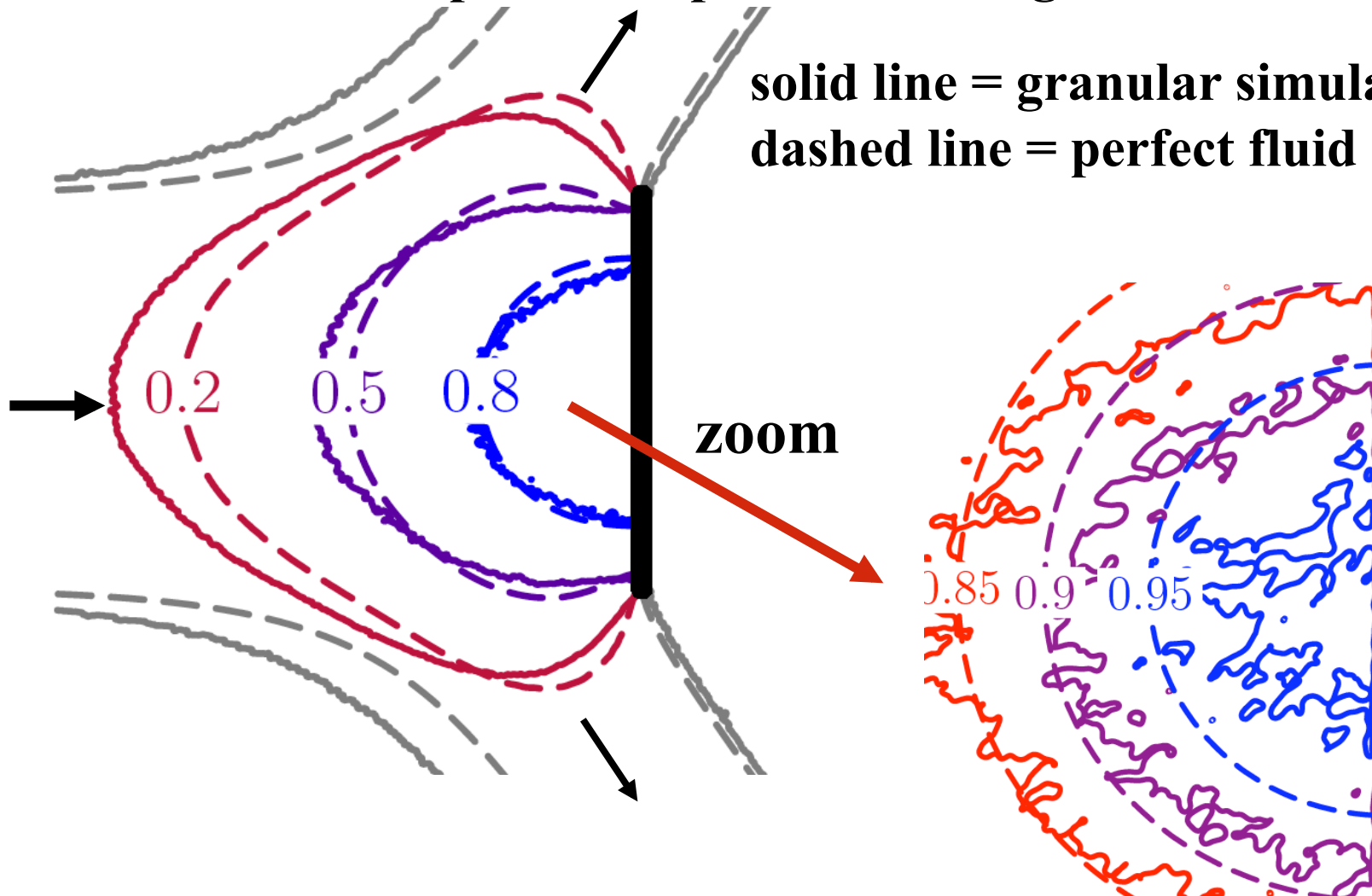


Quantitative agreement

Pressure contours

local pressure / pressure at target center

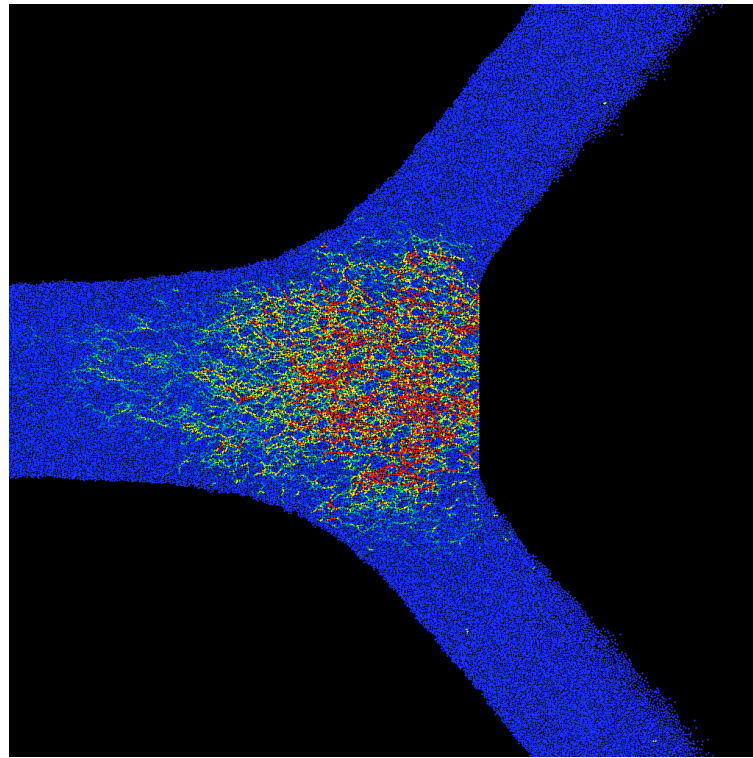
solid line = granular simulation
dashed line = perfect fluid solution



Larger fluctuations

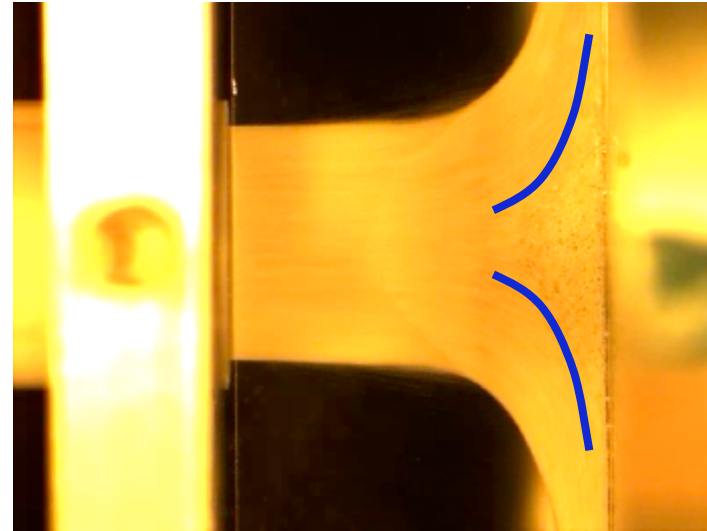
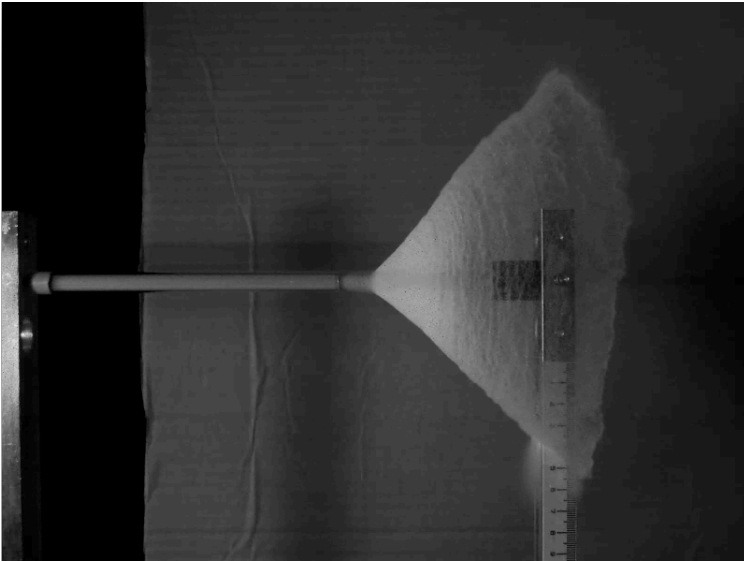
Distribution of compressive forces on grains

red = large **blue = zero**



**force chains → fluctuations about
perfect fluid behavior**

Why liquid-like ejecta?



Generic outcome of high density impact
→ Collimated, liquid-like ejecta

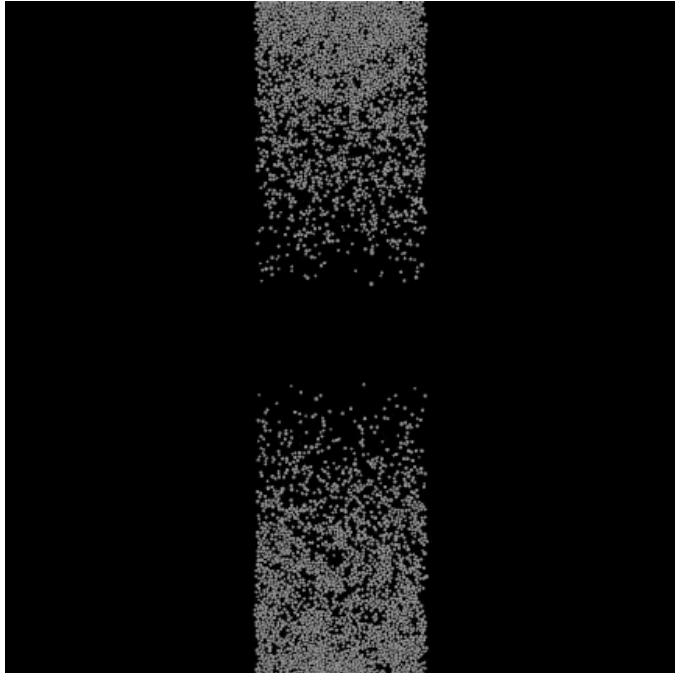
*With **Nicholas Guttenberg, Jake Ellowitz,**
Herve Turlier, Sidney R. Nagel*

Acknowledgements: Xiang Cheng, Efi Efrati, Heinrich M. Jaeger
NSF-MRSEC, Keck Foundation, NSF-CBET

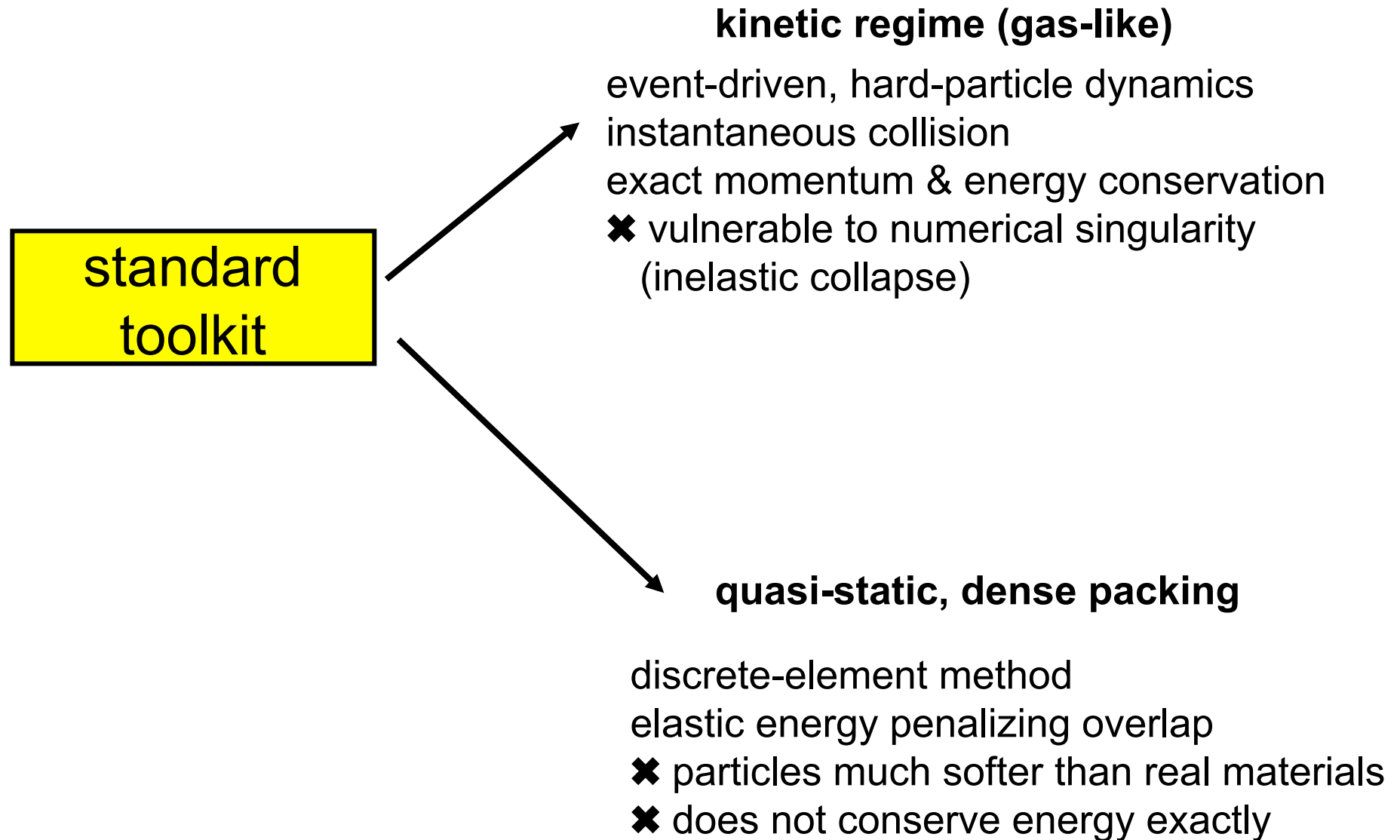
Thank you



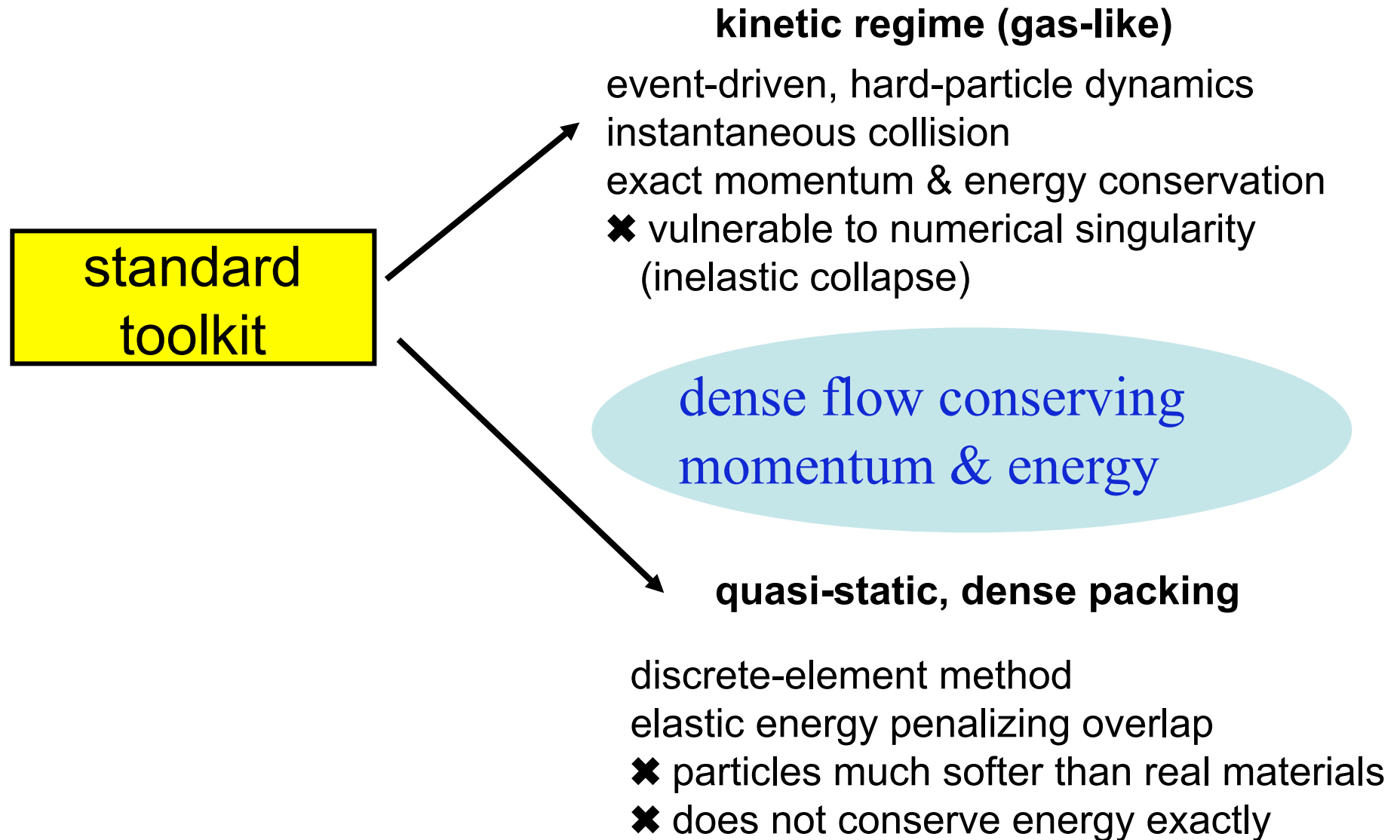
What next?



Simulating dense granular impact is hard



Simulating dense granular impact is hard



How we simulate dense granular impact

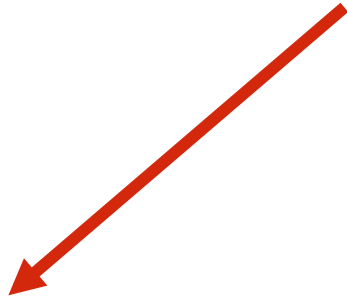
kinetic regime (gas-like)

event-driven, hard-particle dynamics

instantaneous collision

exact momentum & energy conservation

✗ vulnerable to numerical singularity
(inelastic collapse)



Modified event-driven dynamics

Evolve dynamics in fixed time interval Δt

At time t find all particles that will overlap during Δt

Avoid overlap by pretending the particles have collided at t

Evolve collisions

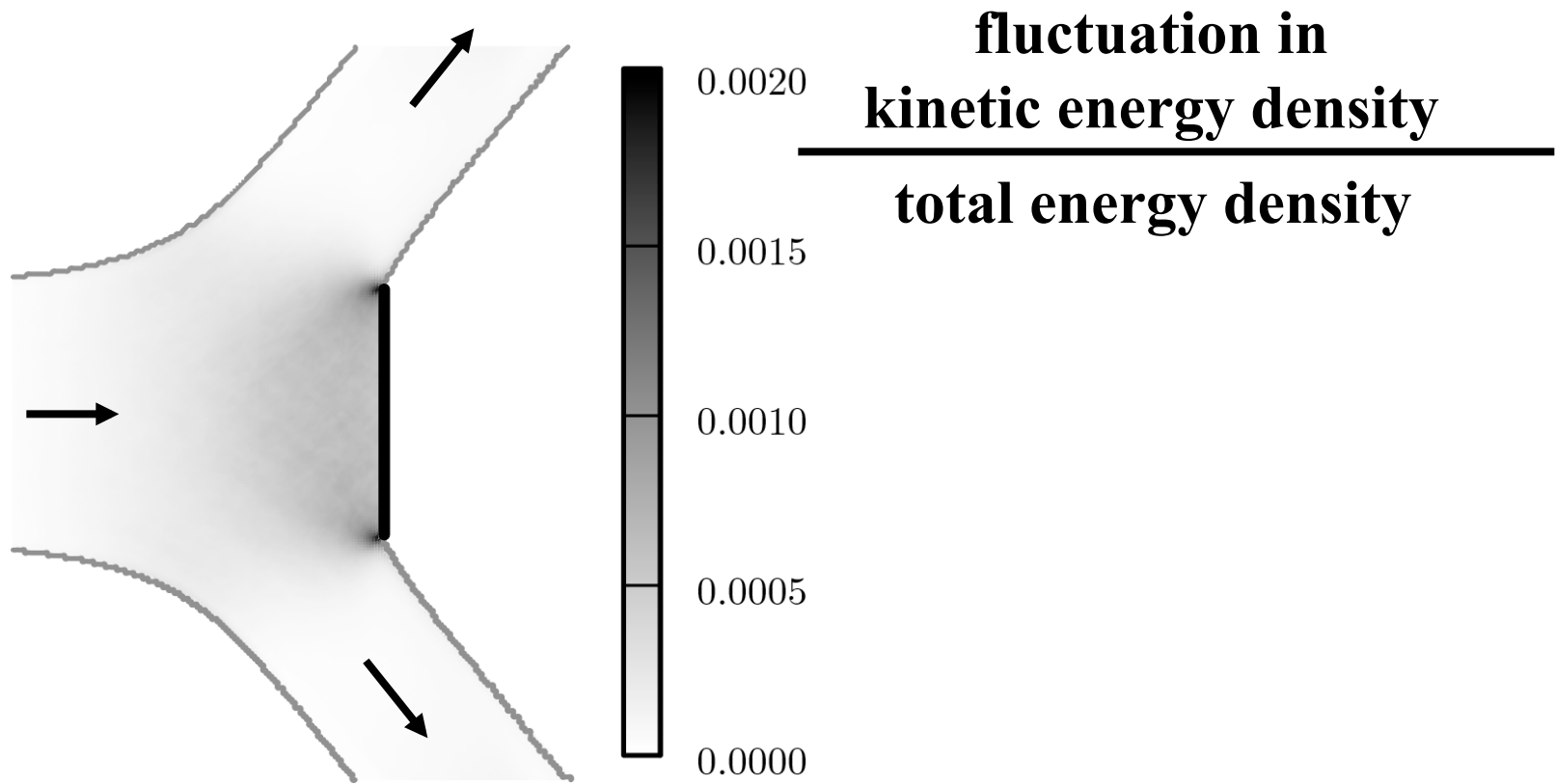
Iterate until no overlap occurs in Δt

Evolve to next time-step

McNamara, Flekk y & M al y
PRE 2000

Guttenberg arXiv:1102.2483v1

Energy budget



Dominated by mean flow

Mass & momentum budget

Nearly incompressible flow

$$\frac{\partial \rho}{\partial t} + \nabla \cdot (\rho \mathbf{u}) = 0 \rightarrow \underline{\nabla \cdot \mathbf{u} = 0}$$

density \nearrow \nwarrow velocity field
constant & uniform density

High impact speed, large deceleration

→ neglect dissipation

→ momentum transport has only inertia

$$\underline{\rho \left(\frac{\partial}{\partial t} + \mathbf{u} \cdot \nabla \right) \mathbf{u} + \nabla p = 0}$$

\nwarrow pressure field

Perfect fluid flow

Only pressure gradient

No shear stress

Pressure in granular impact

Define time interval $\tau \ll$ impact time-scale

Define sample region (~ 5 particles wide)

Sum impulses \mathbf{I}_n experienced by each particle

Define stress component as

$$\sigma_{ij} \propto \frac{1}{\tau} \sum_n (\mathbf{I}_n \cdot \hat{\mathbf{e}}_i) (\hat{\mathbf{r}}_n \cdot \hat{\mathbf{e}}_j), \quad i, j \in \{x, y\}$$

center-of-mass vector

Define pressure as

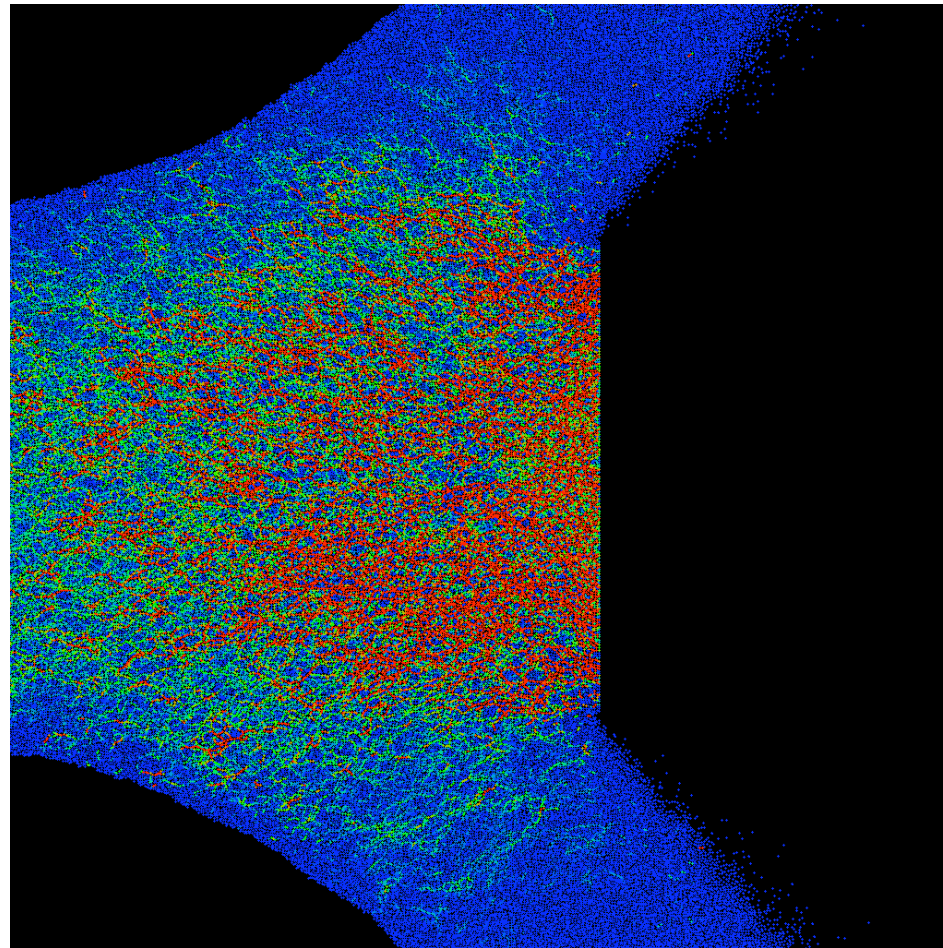
between colliding particles

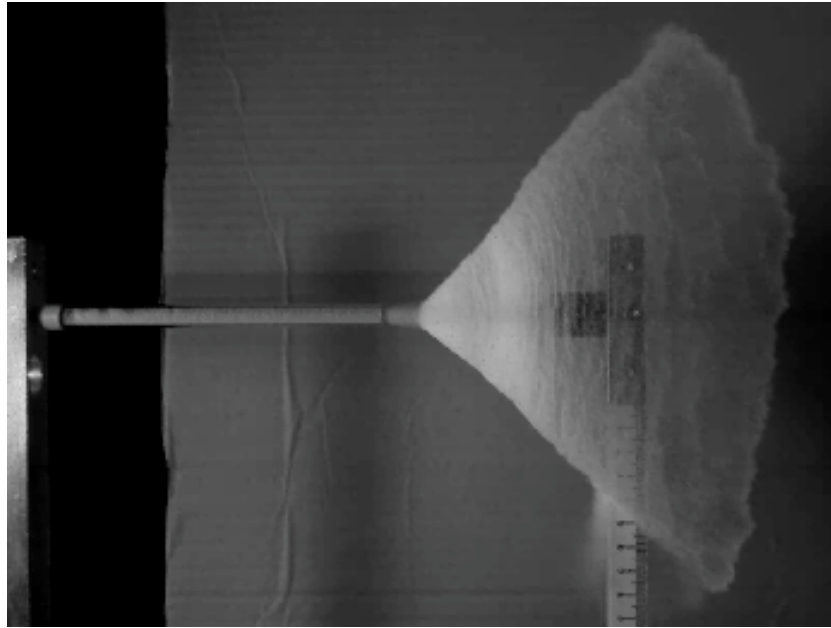
$$P = (|\sigma_{xx}| + |\sigma_{yy}|)/2$$

Average over $T \gg$ impact time-scale for contours

Distribution of compressive forces on grains with dead zone present

red = large blue = zero



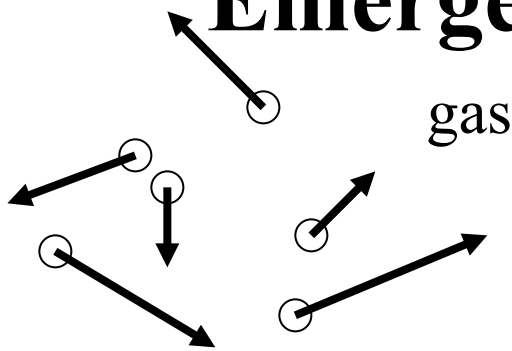


Granular jet impact

→ strongly coupled liquid?

When does liquid-like behavior emerge?

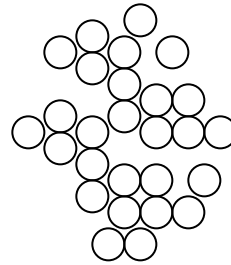
Emergence of liquid-like behavior child's view



gas

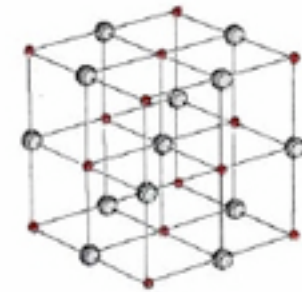
- fills available volume
- flows under shear

liquid



- fixed volume
- flows under shear

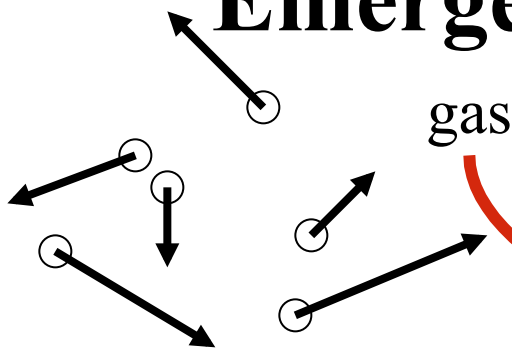
crystalline solid



- fixed volume
- resists shear

an intermediate state of matter

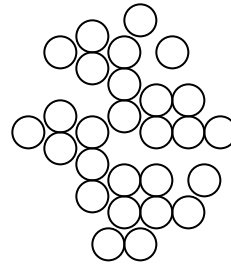
Emergence of liquid-like behavior traditional view



gas

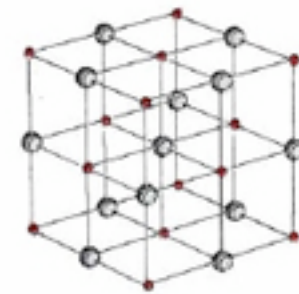
liquid

- fills available volume
- flows under shear



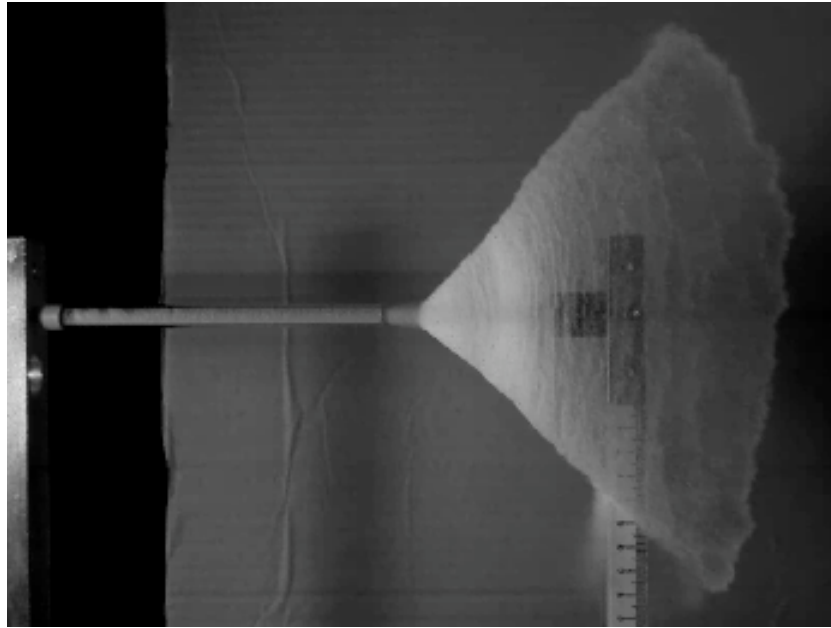
- fixed volume
- flows under shear

crystalline solid



- fixed volume
- resists shear

attractive interaction → liquid



**Cohesion between particles effectively
zero**

Emergence of liquid-like behavior

modern view

In a liquid

spatial arrangement of molecules is controlled

- mostly by strong repulsion between nearby neighbors

→ can model molecules as hard spheres

- attraction perturbs microscopic spatial structure

→ can model attraction by confinement

→ computation scheme yielding structure & equation of state

confine hard spheres → liquid

Velocity along centerline

Speed along center of jet

